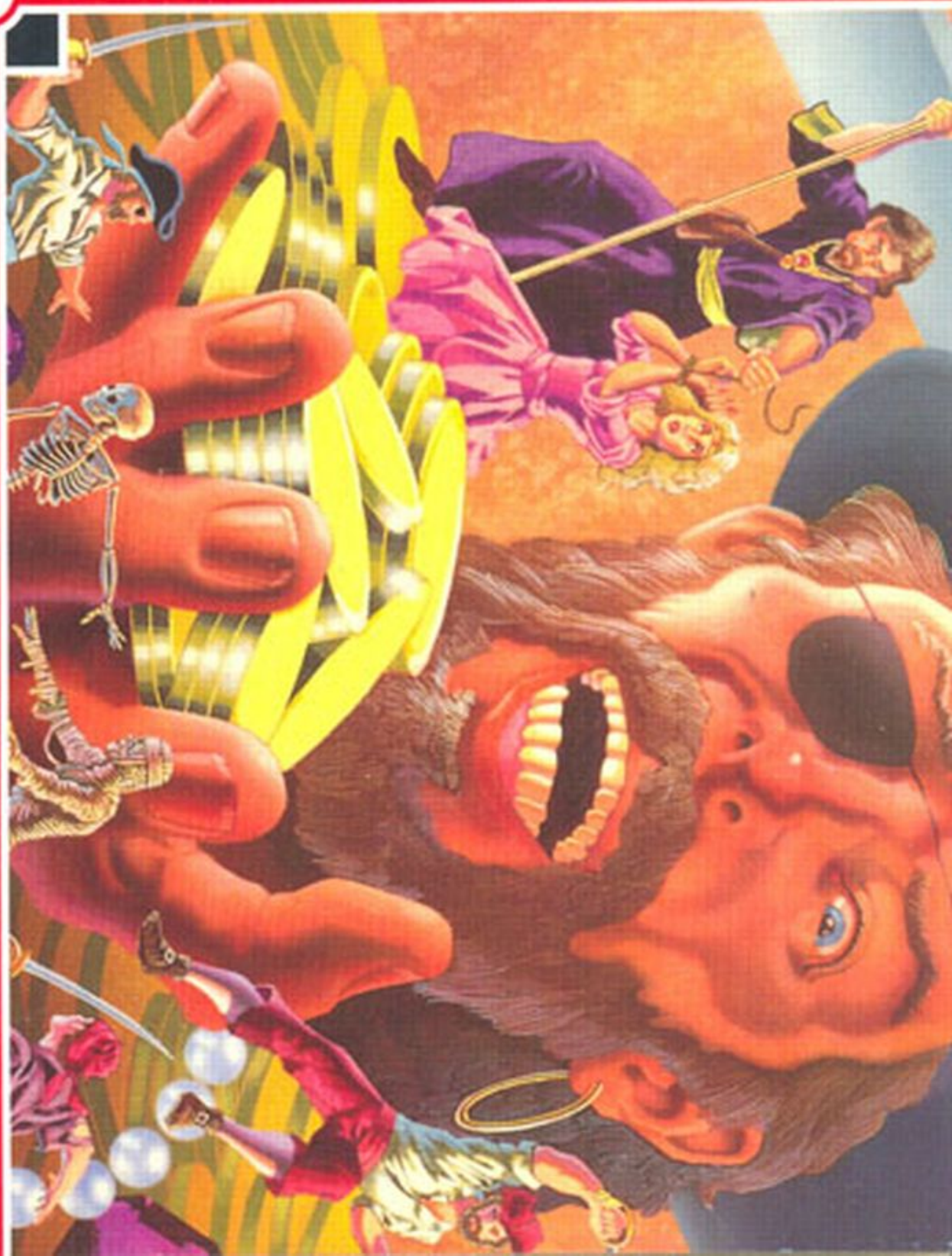
SKULL & CROSSBONES™

INSTRUCTION BOOKLET



TENGEN

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OBJECT OF THE GAME/GAME DESCRIPTION: *You can play alone or team up with a friend in this swashbuckling adventure. Become the pirate ONE EYE or RED DOG who must travel far and wide to rescue the kidnapped Princess by finding and defeating the Evil Wizard and all his henchmen. To reach the Evil Wizard, you must first complete six playfields. Being a good pirate, you'll want to pick up all the booty, food and weapons you find along your dangerous journeys.*

PROBLEMS? We recommend that you read this instruction booklet to learn and master the operation of this game. By doing so you'll have hours and hours of fun with your family and friends! Should you have any further problems or questions about playing this game or any of Tengen's games, please call a **Tengen game counselor** at **(408) 433-3999** Monday through Friday from 8:30AM - 6:00PM Pacific Time.

PRECAUTIONS: 1.This is a high precision game. It should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart. 2. Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game. 3. Do not clean with benzene, paint thinner, alcohol or other such solvents.

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Note: In the interest of product improvement, specifications and design are subject to change without prior notice.

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I. THE STORY OF *ONE EYE* AND *RED DOG*

Once upon a time, two pirates named ONE EYE and RED DOG set sail on the high seas to find booty and the magic of the Evil Wizard. The Evil Wizard caught them, cast a sleep spell upon them, and kidnapped the Princess they were protecting. The two pirates, their honor sullied and their anger aroused, vow to travel to the ends of the earth until they find the Princess.

To survive this long and dangerous quest, they must collect booty, weapons and food along the way. Their journeys are filled with countless perils, the most deadly ones being pirate Captains *and the Evil Wizard's powerful cronies: the Executioner ,* *the Ninja Master* *and Medussa.* *So how does the story end? Do the pirates defeat all their enemies and rescue the lovely Princess? We don't know. We're waiting for you to finish this fairy tale!*

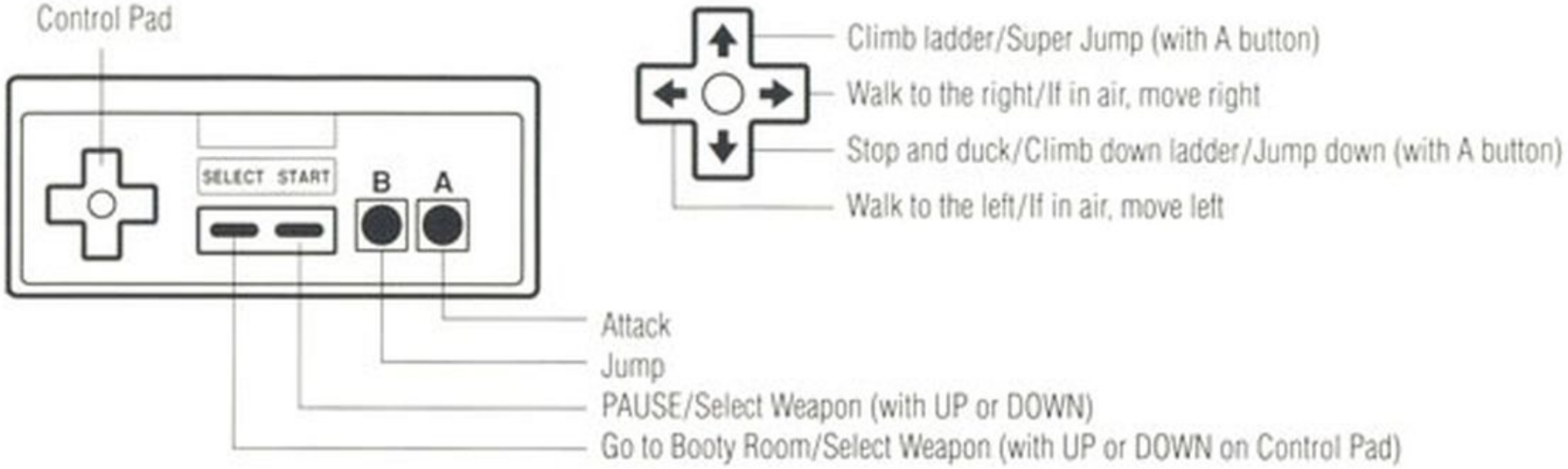
II. CONTROLLER OPERATION

CONTROLLER 1: ONE EYE.

CONTROLLER 2: RED DOG.

Note: You can reset the game by pressing all four controller buttons at the same time (SELECT, START, B and A).

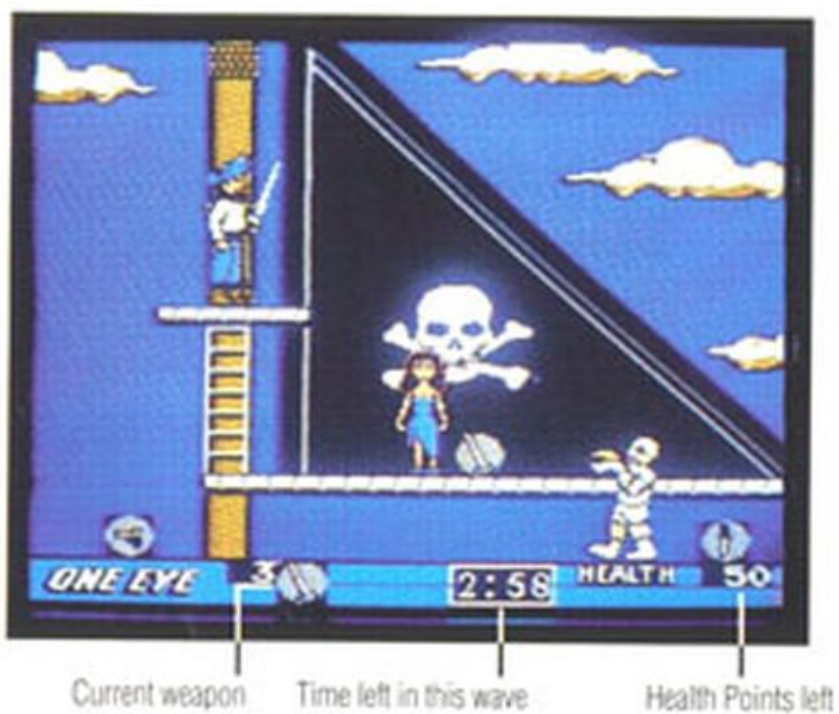
Controller Layout


Control Pad
SELECT START
B
A
Climb ladder/Super Jump (with A button)
Walk to the right/If in air, move right
Stop and duck/Climb down ladder/Jump down (with A button)
Walk to the left/If in air, move left
Attack
Jump
PAUSE/Select Weapon (with UP or DOWN)
Go to Booty Room/Select Weapon (with UP or DOWN on Control Pad)

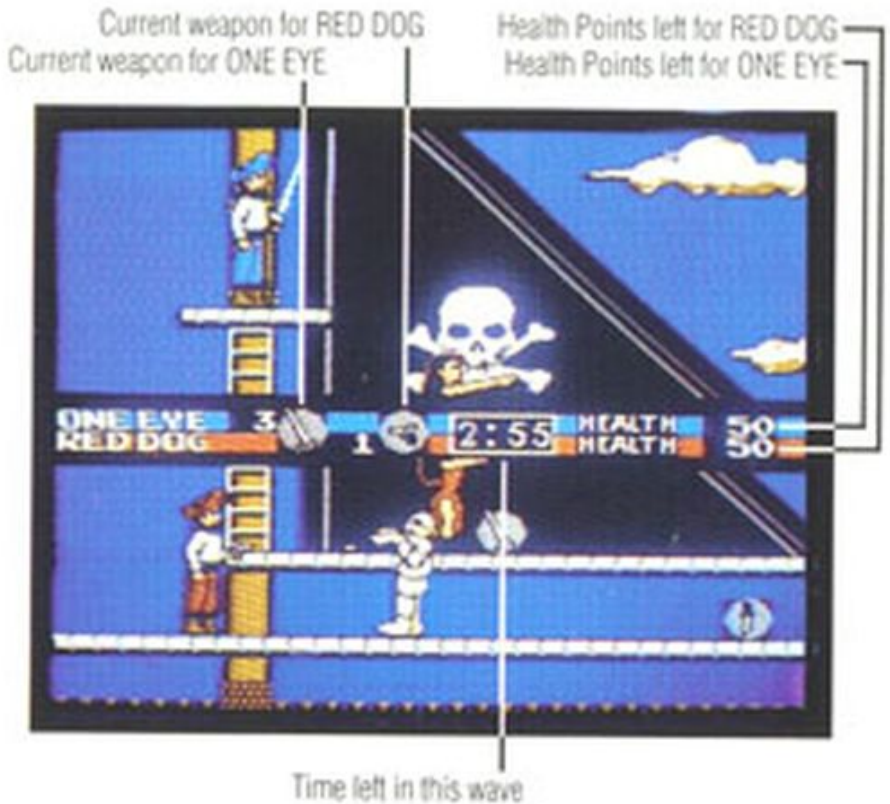
To Start a Game

Press START Button for a one player game on Controller 1 or 2. To add a second player, press START on the other Controller.

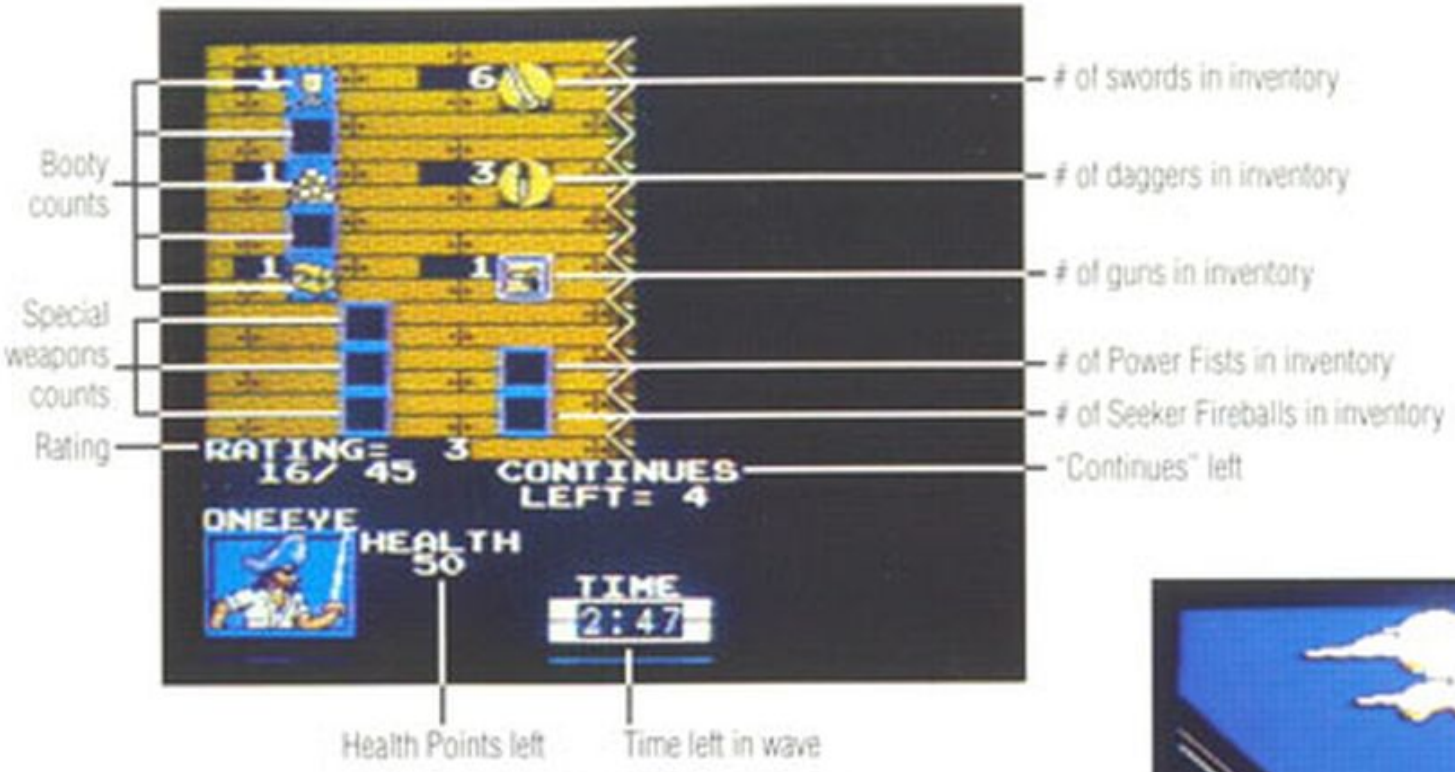
When the game starts, the story will be displayed.
Press START to advance into the game.



ONE PLAYER SCREEN



TWO PLAYER SCREEN



BOOTY ROOM SCREEN

III. HOW TO PLAY

You must kill enemies until a large arrow appears (like the one in the screen to the right).

Then find and kill the boss to finish the wave.

Note: DO NOT let the time run out or your game is over!

Play modes

One Player

Here the player can collect all the Health Points, booty and weapons for himself, but without the firepower of the second player, a lot of skill is needed to make it to the end of the game. It is best to learn the playfields in the one-player mode. One player has 5 "Continues" to finish the game and beat the Evil Wizard. You may find additional "Continues."

Two Players

Here, the players have the advantage of the second person's extra firepower. Also two players can pick up all the items on a playfield almost twice as fast as one player. The two players may cooperate or compete to get items.

Two players must share 5 "Continues" to beat the Evil Wizard and finish the game. You may find additional "Continues."

IV. THE WIZARD'S WORLD

After the Evil Wizard takes the Princess, you will see a big picture of the Wizard going after the Princess. Press START to advance to the next screen. If you have collected booty on any wave, you will see the booty trade screen when you have completed the wave. During this screen, booty is traded for weapons.

BOOTY TRADE SCREEN

Then you will see the map screen to select which of 6 waves you would like to play next:

MAP SCREEN

Easiest Hardest

In order to beat the Evil Wizard, you must complete the 6 waves on the map screen. You can then go on to the Wizard's Isle where you will fight the Evil Wizard and save the Princess.

After you have completed all 6 waves on the map screen, it will look like this:

COMPLETED MAP SCREEN

Table of Enemy Kill Counts

Wave	To Get Arrow	1st Extra Life	2nd Extra Life
Pirate Ship	2		
1st Ship	15	20	35
Castle	15		
2nd Ship	20	25	40
Ninja Camp	25		
3rd Ship	25	30	45
Beach Cave	25		
Wizard Isle Part 1	8		
Wizard Isle Part 2	10		
Wizard Isle Part 3	12		

A brown square with "10," "5," or "1" inside it appears on the player's chest when there are 10 or 5 enemies or 1 enemy left to kill to get the arrow. The arrow indicates that you can advance to the Boss in the wave.

V. HEALTH

You start each life with 50 Health Points (HPs). There are 5 lives given to one player or shared between two players. When all your lives are gone, the game is over.

The player may pick up extra HPs — and extra lives — on the ship waves. On the land waves, there are hidden bonus HPs when you jump down and land in certain secret spots.

VI. ITEMS TO PICK UP

HP = Health Point

Walk over crossbones to find out what is underneath.

Worth 3 swords. (3 swords will kill most enemies)

Worth 3 daggers. (2 daggers will kill most enemies)

Worth 3 guns. (1 gun will kill most enemies)

Worth 1, 2 or 3 Power Fists. (1 Power Fist kills most enemies) Note: a dead enemy slides horizontally, killing any enemy it touches.

Worth 1, 2 or 3 Seeker Fireballs. (1 Seeker Fireball kills most enemies on screen).

Worth 15 Magic Sceptor shots. (1 Magic Sceptor kills most enemies)

Worth 20 Magic Stars. (1 Magic Star kills most enemies)

Worth 25 Magic Shields. (1 Magic Shield reflects any enemy shot)

Bottle is worth 1 HP.

Grapes are worth 5 HPs.

Jug is worth 10 HPs.

Fish is worth 15 HPs.

Booty is traded for weapons at the completion of the wave:

Goblet is worth 1 sword.

Money Bag is worth 2 swords.

Pile of Coins is worth 1 dagger.

Small Chest is worth 2 daggers.

Large Chest is worth 5 guns.

Hour Glass is worth 15 seconds of additional time for this wave.

Extra Life is worth 1 continue.

Death causes instant loss of all HPs.

Worth 1 Seeker Fireball. (Floats across screen when you have no more weapons on land waves)

Worth 1 Power Fist. (Floats across screen when you have no more weapons on ship waves.)

In the very first wave (the Introduction wave), you start on your pirate ship and must attack the Evil Wizard's ship. You will find the following items on your ship and the Wizard's ship:

- Sword, Dagger, Gun
- Goblet, Money Bag, Pile of Coins, Small and Large Chests
- Extra Life

In the other three ship waves you will find:

- Sword, Dagger, Gun
- Power Fist
- Bottle, Grapes, Jug, Fish
- Death
- Extra Life

In the other three land waves you will find:

- Goblet, Money Bag, Pile of Coins, Small and Large Chests
- Death
- Hour Glass
- Seeker Fireball
- Magic Sceptor - Castle
- Magic Star - Ninja Camp
- Magic Shield - Beach Cave

VII. ENEMIES & OBSTACLES

HP = Health Point

Zombie reaches out to touch you and takes 2 HPs.

Dagger Pirate throws a dagger to take 3 HPs.

Mace Swinger swings his mace to take 2 HPs.

Punch Pirate punches quickly and takes 1 HP.

Gun Pirate shoots a bullet to take 6 HPs.

Archer shoots an arrow to take 3 HPs.

Sword Pirate slashes to take 2 HPs.

Barrel(bouncing or rolling) takes 2 HPs.

Punch Ninja karate punches to take 1 HP.

Fireball will stun you for 1 second.

Bottle Pirate throws a bottle to take 2 HPs.

Rat bite and takes 2 HPs. (Walk on or jump on rats to squish them.)

Star Ninja tosses a throwing star to take 3 HPs.

Nunchaku Ninja swings his nunchaku to take 2 HPs.

Punch Skeleton grows up to punch and take 1 HP, then grows back down.

Sword Skeleton grows to slash and takes 2 HPs, then grows back down.

Dagger Skeleton grows to throw a dagger that takes 3 HPs, then grows back down.

Harpy dives at player to take 5 HPs.

Bat dives at player to take 5 HPs.

Mole grows and slashes to take 2 HPs.

Skull bounces and bites to take 5 HPs.

Captain swings sword at player to take 5 HPs.

Executioner swings giant axe at player to take 5 HPs.

Ninja Master does karate kick and karate punch to take 5 HPs.

Medussa shoots eye lasers that take 5 HPs.

Evil Wizard shoots fireballs which stun you for 1 second.

TENGEN 90-DAY LIMITED WARRANTY

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Address all correspondence to: TENGEN Inc.
Warranty Department
P.O. Box 360782
Milpitas, CA 95035-0782

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

— Reorient the receiving antenna.
— Relocate the NES with respect to the receiver.
— Move the NES away from the receiver.
— Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

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